

## CLAIMS:

1. A method of caching a part of digital content data from a content source (202), comprising the step of:

acquiring the digital content data from the content source (202),  
characterized in that

5 said part of the digital content data comprises interleaved segments (130; 131) of the acquired digital content data, and

said interleaved segments (130; 131) of the acquired digital content data are stored in a first memory (203), thereby allowing for fast access to said part of the digital content data.

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2. A method according to claim 1, wherein the digital content data are digital audio and/or video data.

3. A method according to claim 1 or 2, characterized in that the method further  
15 comprises playing back the digital content data stored on the content source (202), and that the storing of said interleaved segments (130; 131) takes place at or after replay.

4. A method according to any of the claims 1 to 3, characterized in that the  
20 storing of the interleaved segments (130; 131) depends on parameters, which at least take account for a probability of replay and/or an acquisition time.

5. A method according to any of the claim 1 to 4, characterized in that the digital  
content data are video data in MPEG format and that the interleaved segments of the acquired  
digital content data are I-pictures.

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6. A method according to any of the claim 1 to 4, characterized in that each of  
the interleaved segments (130; 131) of the acquired digital content data is a continuously  
acquired part of the digital content data from the content source (202).

7. A method according to any of the claim 1 to 5, characterized in that the method further comprises storing a contiguous first part of the digital content data in a second memory (204), which contiguous part (121) of the digital content data is suitable for use as anti-shock buffer data.

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8. A method according to any of the claim 7, characterized in that the first memory (203) and the second memory (204) are comprised in a single memory circuit (205).

9. A method according to any of the claims 1 to 8, wherein the content source (202) is a storage medium.

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10. A method according to any of the claims 1 to 9, wherein the content source (202) is a remote source and wherein the acquisition of the digital content data comprises receiving the digital content data over a network.

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11. A device for caching a part of digital content data from a content source, comprising means for acquiring the digital content data from the content source, characterized in that

the device (200) further comprises first memory (203) arranged to store interleaved segments (130; 131) of the acquired digital data, thereby allowing for fast access to said part of digital content data.

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12. A device according to claim 11, wherein the digital content data are digital audio and/or video data.

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13. A device according to claim 11 or 12, characterized in that the device further comprises means for playing back (207) the digital content data stored on the first memory (203), and the first memory (203) is adapted to store said interleaved segments (130; 131) at or after replay.

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14. A device according to any of the claims 11 to 13, characterized in that the device further comprises decision means (201), which are arranged to, in dependence on parameters taking account for a probability of replay and/or an acquisition time, decide which part of the digital content data is to be stored.

15. A device according to any of the claim 11 to 14, characterized in that the digital content data are video data in MPEG format and that the interleaved segments of the acquired digital content data are I-pictures.

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16. A device according to any of the claims 11 to 15, characterized in that each of the interleaved segments (130; 131) of the acquired digital content data is a continuously acquired part of the digital content data from the content source (202).

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17. A device according to claim any of the claims 11 to 16, characterized in that the device (200) further comprises a second memory (204) suitable as an anti-shock buffer, which second memory (204) are adapted for storing of a contiguous part (121) of the digital content data, which contiguous part (121) of the digital content data is suitable for use as anti-shock buffer data.

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18. A device according to claim 17, characterized in that the first memory (203) and the second memory (204) are comprised in a single memory circuit (205).

19. A device according to any of the claims 11 to 18, wherein the content source  
20 (202) is a storage medium.

20. A device according to any of the claims 11 to 19, wherein the content source (202) is a remote source, and wherein the means for acquiring the digital content data comprises means for receiving data over a network.